FRAKTAL LIMITED

Erica Sinclair — PLAYER NAME
Chaotic Good — ALIGNMENT
Criminal — BACKGROUND
Rogue — CLASS
1 — LEVEL
Elf — SPECIES
– — SUBCLASS

SIZE: Medium

INITIATIVE: +5

SPEED: 35 Feet

PROFICIENCY BONUS: +2

ARMOR CLASS: 14

HIT POINTS: CURRENT — MAX: 10

HIT DICE: SPENT — MAX: 1d8

DEATH SAVES: ○○○ SUCCESSES — ○○○ FAILURES

WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Shortsword	+5	1d6 + 3 Piercing	Finesse, Light; Mastery: Vex
Dagger	+5	1d4 + 3 Piercing	Finesse, Light, Thrown (Range 20/60); Mastery: Nick
Shortbow	+5	1d6 + 3 Piercing	Ammunition (Range 80/320; Arrow), Two-Handed; Mastery: Vex

STRENGTH
-1 MODIFIER — 8 SCORE

-1 SAVING THROW

-1 ATHLETICS

DEXTERITY
+3 MODIFIER — 17 SCORE

+5 SAVING THROW

+5 ACROBATICS
+7 SLEIGHT OF HAND
+7 STEALTH

CONSTITUTION
+2 MODIFIER — 14 SCORE

+2 SAVING THROW

HEROIC INSPIRATION
○

LANGUAGES
Common, Dwarvish, Elvish, Infernal, Thieves' Cant

INTELLIGENCE
+2 MODIFIER — 14 SCORE

+4 SAVING THROW

+2 ARCANA
+2 HISTORY
+4 INVESTIGATION
+2 NATURE
+2 RELIGION

WISDOM
+1 MODIFIER — 12 SCORE

+1 SAVING THROW

+1 ANIMAL HANDLING
+3 INSIGHT
+1 MEDICINE
+3 PERCEPTION
+1 SURVIVAL

CHARISMA
+0 MODIFIER — 10 SCORE

+0 SAVING THROW

+2 DECEPTION
+0 INTIMIDATION
+0 PERFORMANCE
+0 PERSUASION

FEATS

ALERT
You gain the following benefits.

Initiative Proficiency. When you roll Initiative, you can add your Proficiency Bonus to the roll (included in Initiative).

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

SPECIES TRAITS

As an Elf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Elven Lineage (Wood Elf). You are part of a lineage that grants you supernatural abilities. Your Speed increases to 35 feet (included in Speed). You also know the *Druidcraft* cantrip; take the *Druidcraft* Spell Card. Intelligence is your spellcasting ability for the spells you cast with this trait.

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses (Insight). You have proficiency in the Insight skill (included in your skills).

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

CLASS FEATURES

EXPERTISE
Your Proficiency Bonus is doubled for ability checks you make with the following two skills: Sleight of Hand and Stealth (included in your skills).

SNEAK ATTACK
You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type.

You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

WEAPON MASTERY
Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Daggers and Shortbows. Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Daggers and Shortswords.

Your weapons have the following mastery properties.

Nick (Dagger). When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

Vex (Shortbow, Shortsword). If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

Lady Applejack

FRAKTAL LIMITED

Erica Sinclair — PLAYER NAME
Chaotic Good — ALIGNMENT
Criminal — BACKGROUND
Rogue — CLASS
2 — LEVEL
Elf — SPECIES
– — SUBCLASS

SIZE: Medium

INITIATIVE: +5

SPEED: 35 Feet

PROFICIENCY BONUS: +2

ARMOR CLASS: 14

HIT POINTS: CURRENT — MAX: 17

HIT DICE: SPENT — MAX: 2d8

DEATH SAVES: ○○○ SUCCESSES — ○○○ FAILURES

WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Shortsword	+5	1d6 + 3 Piercing	Finesse, Light; Mastery: Vex
Dagger	+5	1d4 + 3 Piercing	Finesse, Light, Thrown (Range 20/60); Mastery: Nick
Shortbow	+5	1d6 + 3 Piercing	Ammunition (Range 80/320; Arrow), Two-Handed; Mastery: Vex

STRENGTH
-1 MODIFIER — 8 SCORE
-1 SAVING THROW
-1 ATHLETICS

DEXTERITY
+3 MODIFIER — 17 SCORE
+5 SAVING THROW
+5 ACROBATICS
+7 SLEIGHT OF HAND
+7 STEALTH

CONSTITUTION
+2 MODIFIER — 14 SCORE
+2 SAVING THROW

HEROIC INSPIRATION
○

LANGUAGES
Common, Dwarvish, Elvish, Infernal, Thieves' Cant

INTELLIGENCE
+2 MODIFIER — 14 SCORE
+4 SAVING THROW
+2 ARCANA
+2 HISTORY
+4 INVESTIGATION
+2 NATURE
+2 RELIGION

WISDOM
+1 MODIFIER — 12 SCORE
+1 SAVING THROW
+1 ANIMAL HANDLING
+3 INSIGHT
+1 MEDICINE
+3 PERCEPTION
+1 SURVIVAL

CHARISMA
+0 MODIFIER — 10 SCORE
+0 SAVING THROW
+2 DECEPTION
+0 INTIMIDATION
+0 PERFORMANCE
+0 PERSUASION

FEATS

ALERT
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SPECIES TRAITS

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Darkvision. You have Darkvision with a range of 60 feet.

Elven Lineage (Wood Elf). You are part of a lineage that grants you supernatural abilities. Your Speed increases to 35 feet (included in Speed). You also know the *Druidcraft* cantrip; take the *Druidcraft* Spell Card. Intelligence is your spellcasting ability for the spells you cast with this trait.

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses (Insight). You have proficiency in the Insight skill (included in your skills).

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

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You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

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Your weapons have the following mastery properties.

Nick (Dagger). When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

Vex (Shortbow, Shortsword). If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

CUNNING ACTION
Your quick thinking and agility allow you to move and act quickly. On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

Lady Applejack

FRAKTAL LIMITED

Erica Sinclair — PLAYER NAME
Chaotic Good — ALIGNMENT
Criminal — BACKGROUND
Rogue — CLASS
3 — LEVEL
Elf — SPECIES
Assassin — SUBCLASS

SIZE: Medium

INITIATIVE: +5

SPEED: 35 Feet

PROFICIENCY BONUS: +2

ARMOR CLASS: 14

HIT POINTS		HIT DICE	DEATH SAVES
CURRENT	MAX	SPENT / MAX	SUCCESSES / FAILURES
	24	3d8	○○○ / ○○○

WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Shortsword	+5	1d6 + 3 Piercing	Finesse, Light; Mastery: Vex
Dagger	+5	1d4 + 3 Piercing	Finesse, Light, Thrown (Range 20/60); Mastery: Nick
Shortbow	+5	1d6 + 3 Piercing	Ammunition (Range 80/320; Arrow), Two-Handed; Mastery: Vex

STRENGTH
-1 MODIFIER — 8 SCORE
-1 SAVING THROW
-1 ATHLETICS

DEXTERITY
+3 MODIFIER — 17 SCORE
+5 SAVING THROW
+5 ACROBATICS
+7 SLEIGHT OF HAND
+7 STEALTH

CONSTITUTION
+2 MODIFIER — 14 SCORE
+2 SAVING THROW

HEROIC INSPIRATION
○

LANGUAGES
Common, Dwarvish, Elvish, Infernal, Thieves' Cant

INTELLIGENCE
+2 MODIFIER — 14 SCORE
+4 SAVING THROW
+2 ARCANA
+2 HISTORY
+4 INVESTIGATION
+2 NATURE
+2 RELIGION

WISDOM
+1 MODIFIER — 12 SCORE
+1 SAVING THROW
+1 ANIMAL HANDLING
+3 INSIGHT
+1 MEDICINE
+3 PERCEPTION
+1 SURVIVAL

CHARISMA
+0 MODIFIER — 10 SCORE
+0 SAVING THROW
+2 DECEPTION
+0 INTIMIDATION
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SPECIES TRAITS

As an Elf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Elven Lineage (Wood Elf). You are part of a lineage that grants you supernatural abilities. Your Speed increases to 35 feet (included in Speed). You also know the *Druidcraft* cantrip and the *Longstrider* spell; take the *Druidcraft* and *Longstrider* Spell Cards. You always have *Longstrider* prepared and can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. Intelligence is your spellcasting ability for the spells you cast with this trait.

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses (Insight). You have proficiency in the Insight skill (included in your skills).

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

CLASS FEATURES

EXPERTISE
Your Proficiency Bonus is doubled for ability checks you make with the following two skills: Sleight of Hand and Stealth (included in your skills).

SNEAK ATTACK
You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type.

You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

WEAPON MASTERY
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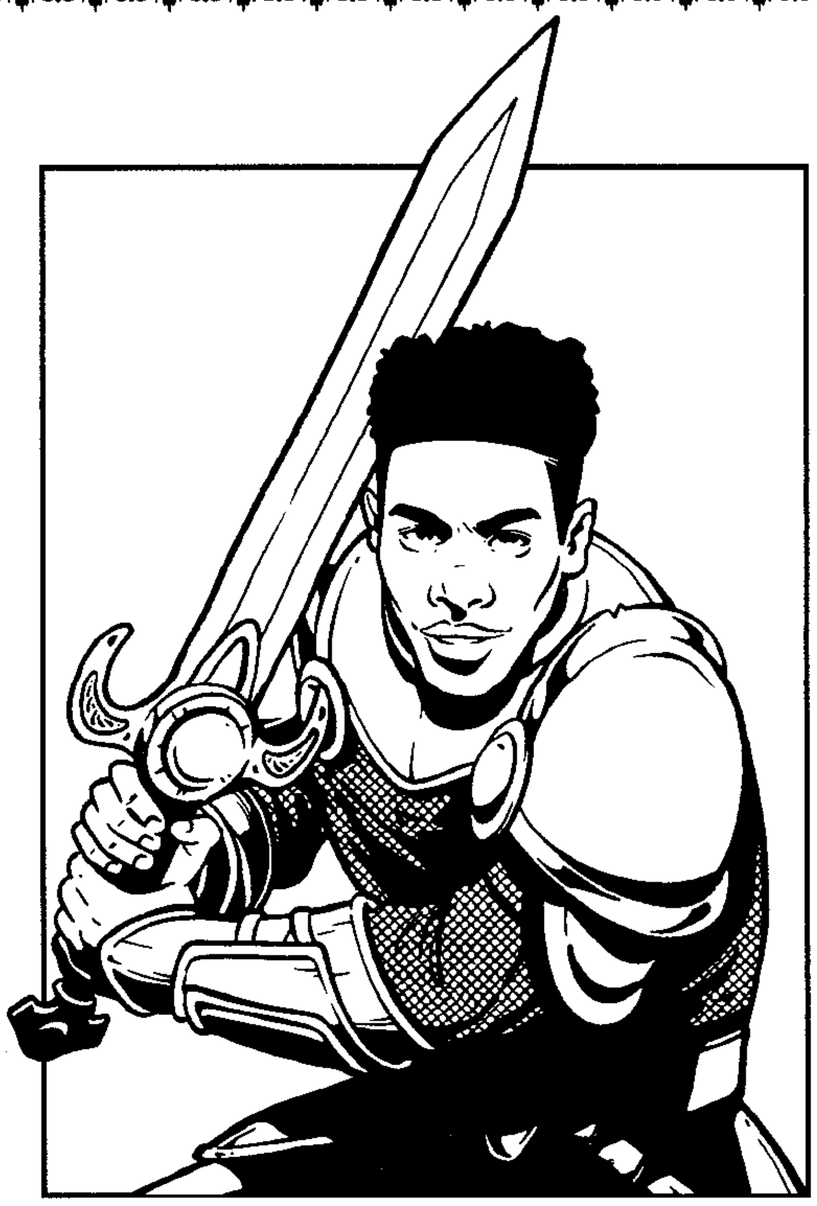
Lady Applejack



FRAKTAL LIMITED

Lucas Sinclair	Neutral Good
PLAYER NAME	ALIGNMENT
Soldier	Fighter
BACKGROUND	CLASS
Human	–
SPECIES	SUBCLASS

1
LEVEL

SIZE Medium

INITIATIVE +1

SPEED 30 Feet

PROFICIENCY BONUS +2

ARMOR CLASS 17

HIT POINTS		HIT DICE	DEATH SAVES
CURRENT	MAX 15	SPENT / MAX 1d10	○○○ SUCCESSES / ○○○ FAILURES

WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Greatsword	+5	2d6 + 3 Slashing	Heavy, Two-Handed; Mastery: Graze
Flail	+5	1d8 + 3 Bludgeoning	Mastery: Sap
Javelin	+5	1d6 + 3 Piercing	Thrown (Range 30/120); Mastery: Slow
Spear	+5	1d6 + 3 Piercing	Thrown (Range 20/60), Versatile (1d8); Mastery: Sap
Light Crossbow	+3	1d8 + 1 Piercing	Ammunition (Range 80/320; Bolt), Two-Handed; Mastery: Slow

STRENGTH
+3 MODIFIER · 16 SCORE

+5 SAVING THROW

+5 ATHLETICS

DEXTERITY
+1 MODIFIER · 13 SCORE

+1 SAVING THROW

+1 ACROBATICS
+1 SLEIGHT OF HAND
+1 STEALTH

CONSTITUTION
+3 MODIFIER · 16 SCORE

+5 SAVING THROW

HEROIC INSPIRATION
○

LANGUAGES
Common, Draconic, Goblin

INTELLIGENCE
+0 MODIFIER · 10 SCORE

+0 SAVING THROW

+0 ARCANA
+0 HISTORY
+0 INVESTIGATION
+0 NATURE
+0 RELIGION

WISDOM
-1 MODIFIER · 8 SCORE

-1 SAVING THROW

-1 ANIMAL HANDLING
+1 INSIGHT
-1 MEDICINE
+1 PERCEPTION
-1 SURVIVAL

CHARISMA
+1 MODIFIER · 12 SCORE

+1 SAVING THROW

+1 DECEPTION
+3 INTIMIDATION
+1 PERFORMANCE
+3 PERSUASION

FEATS

DEFENSE (FIGHTING STYLE)
While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class (included in Armor Class).

SAVAGE ATTACKER
You've trained to deal particularly damaging strikes. Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

TOUGH
Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat (included in Hit Points). Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

SPECIES TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful (Perception). You gain proficiency in the Perception skill (included in your skills).

Versatile (Tough). You gain the Tough feat (included in Feats).

CLASS FEATURES

SECOND WIND
You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain 1d10 + 1 Hit Points.

You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

WEAPON MASTERY
Your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

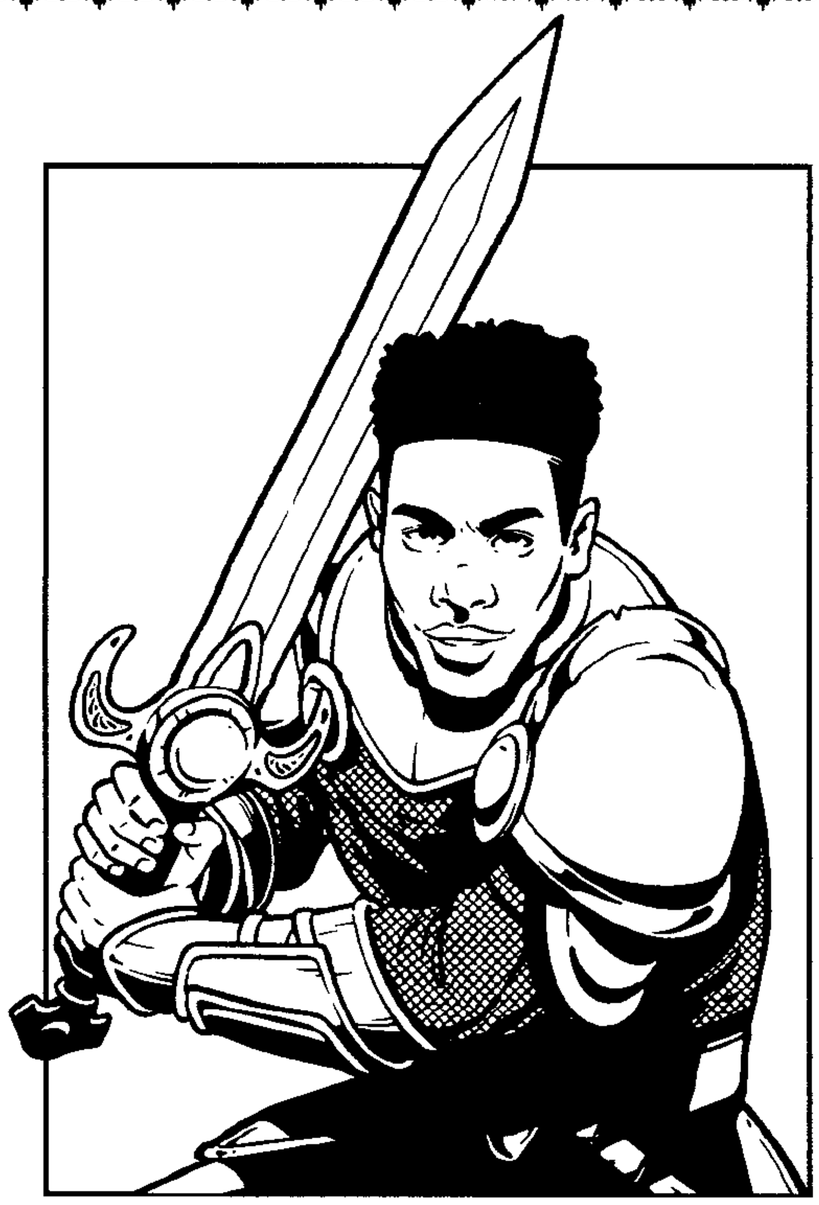
Your weapons have the following mastery properties.

Graze (Greatsword). If your attack roll with this weapon misses a creature, you can deal 3 damage to that creature. This damage is the same type dealt by the weapon.

Sap (Flail, Spear). If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

Slow (Javelin, Light Crossbow). If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

Sundar the Bold



FRAKTAL LIMITED

Lucas Sinclair	Neutral Good
PLAYER NAME	ALIGNMENT
Soldier	Fighter
BACKGROUND	CLASS
Human	–
SPECIES	SUBCLASS

2 LEVEL

SIZE Medium

INITIATIVE +1

SPEED 30 Feet

PROFICIENCY BONUS +2

ARMOR CLASS 17

HIT POINTS

CURRENT	MAX
	26

HIT DICE

SPENT	MAX
	2d10

DEATH SAVES

SUCCESSES ○○○

FAILURES ○○○

WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Greatsword	+5	2d6 + 3 Slashing	Heavy, Two-Handed; Mastery: Graze
Flail	+5	1d8 + 3 Bludgeoning	Mastery: Sap
Javelin	+5	1d6 + 3 Piercing	Thrown (Range 30/120); Mastery: Slow
Spear	+5	1d6 + 3 Piercing	Thrown (Range 20/60), Versatile (1d8); Mastery: Sap
Light Crossbow	+3	1d8 + 1 Piercing	Ammunition (Range 80/320; Bolt), Two-Handed; Mastery: Slow

STRENGTH

+3 MODIFIER — 16 SCORE

+5 SAVING THROW

+5 ATHLETICS

DEXTERITY

+1 MODIFIER — 13 SCORE

+1 SAVING THROW

+1 ACROBATICS
+1 SLEIGHT OF HAND
+1 STEALTH

CONSTITUTION

+3 MODIFIER — 16 SCORE

+5 SAVING THROW

HEROIC INSPIRATION

○

LANGUAGES

Common, Draconic, Goblin

INTELLIGENCE

+0 MODIFIER — 10 SCORE

+0 SAVING THROW

+0 ARCANA
+0 HISTORY
+0 INVESTIGATION
+0 NATURE
+0 RELIGION

WISDOM

-1 MODIFIER — 8 SCORE

-1 SAVING THROW

-1 ANIMAL HANDLING
+1 INSIGHT
-1 MEDICINE
+1 PERCEPTION
-1 SURVIVAL

CHARISMA

+1 MODIFIER — 12 SCORE

+1 SAVING THROW

+1 DECEPTION
+3 INTIMIDATION
+1 PERFORMANCE
+3 PERSUASION

FEATS

DEFENSE (FIGHTING STYLE)

While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class (included in Armor Class).

SAVAGE ATTACKER

You've trained to deal particularly damaging strikes. Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

TOUGH

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat (included in Hit Points). Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

SPECIES TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful (Perception). You gain proficiency in the Perception skill (included in your skills).

Versatile (Tough). You gain the Tough feat (included in Feats).

CLASS FEATURES

SECOND WIND

You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain 1d10 + 1 Hit Points.

You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

WEAPON MASTERY

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Your weapons have the following mastery properties.

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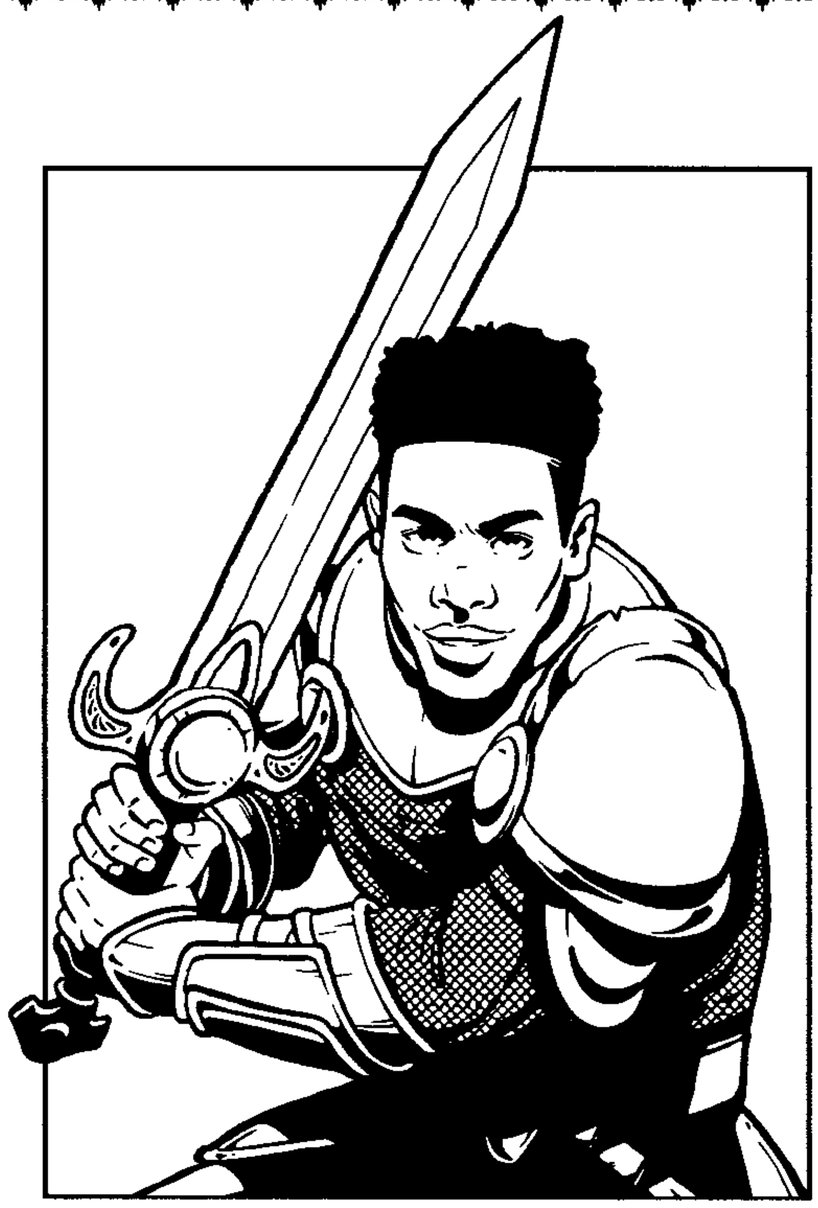
Sundar the Bold



FRAKTAL LIMITED

Lucas Sinclair	Neutral Good
PLAYER NAME	ALIGNMENT
Soldier	Fighter
BACKGROUND	CLASS
Human	Champion
SPECIES	SUBCLASS

3
LEVEL

SIZE
Medium

INITIATIVE
+1

SPEED
30 feet

PROFICIENCY BONUS
+2

ARMOR CLASS
17

HIT POINTS		HIT DICE	DEATH SAVES
CURRENT	MAX	SPENT	SUCCESSES
	37	3d10 MAX	FAILURES

WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Greatsword	+5	2d6 + 3 Slashing	Heavy, Two-Handed; Mastery: Graze
Flail	+5	1d8 + 3 Bludgeoning	Mastery: Sap
Javelin	+5	1d6 + 3 Piercing	Thrown (Range 30/120); Mastery: Slow
Spear	+5	1d6 + 3 Piercing	Thrown (Range 20/60), Versatile (1d8); Mastery: Sap
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DEXTERITY
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+1 ACROBATICS
+1 SLEIGHT OF HAND
+1 STEALTH

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HEROIC INSPIRATION
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LANGUAGES
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+0 SAVING THROW
+0 ARCANA
+0 HISTORY
+0 INVESTIGATION
+0 NATURE
+0 RELIGION

WISDOM
-1 MODIFIER · 8 SCORE
-1 SAVING THROW
-1 ANIMAL HANDLING
+1 INSIGHT
-1 MEDICINE
+1 PERCEPTION
-1 SURVIVAL

CHARISMA
+1 MODIFIER · 12 SCORE
+1 SAVING THROW
+1 DECEPTION
+3 INTIMIDATION
+1 PERFORMANCE
+3 PERSUASION

FEATS

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SPECIES TRAITS

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Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

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Versatile (Tough). You gain the Tough feat (included in Feats).

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Sundar the Bold